
Subject: Re: IDLtoAVIGENERATOR gives unexpected output when dimension is not power of 2?

Posted by [Haje Korth](#) on Mon, 08 Jan 2007 13:28:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

The issues you are having are codec related. Some codecs have limitations on the allowed image dimensions (divisible by 2, 4, etc.). idl2avi makes no efforts in checking whether your input meets these requirements. Supplying wrong input can give you anything from funky results to total crashes. I use VP3 codec for a lot of my movies and I usually pad the images to meet the size requirements.

Good luck,
Haje

"biophys" <biophys@gmail.com> wrote in message
news:1168203313.137281.91000@42g2000cwt.googlegroups.com...

> Hello,

>

> I've been using idl2avi.dlm and lately the new IDLtoAVIGENERATOR.dlm
> quite a few times and it all gives me satisfactory results. Recently I
> need to make avi output under windows with some random size, say
> 258x349, not 128x128,256x256 as usual. The program runs smoothly and
> generates avi output. However, when I open avi with windows media
> player, the frames are like skewed by 30 to 60 degrees and sometimes
> the color is also screwed up. When I force the program to feed 256x256
> images, it works fine. It seems to be codec independent and
> reproducible in different machines. Also it does not matter if it is
> generated with 8bits or 24 bits. My guess in the title may not be
> completely true since I did not try all possible combinations of
> dimensions. The example testAVIgenerator works with its default size
> 300x400, but not some other size 258x349. But strangely 300x400 does
> not work in my program. I also had good luck with size of 512x[some
> random dimension smaller than 512] or [some random dimension smaller
> than 512]x512. I am totally lost here. Am I the only one who has this
> problem? Can someone help me understand this?

>

> Many thanks!

> BP

>
